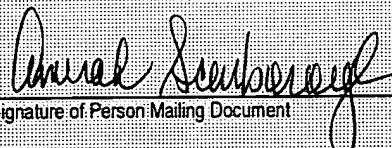# METHOD FOR IMPROVING USAGE OF A GRAPHIC USER INTERFACE POINTING DEVICE

ABSTRACT OF THE DISCLOSURE

A two part method for improving the usage of a pointing device by a physically impaired user is disclosed. A first method is provided for learning how a user moves the pointing device by acquiring motion data for a user and generating motion vectors corresponding to when the user moves from source point icons to destination point icons. A second method of combining the learned user motion data with an application program where the user navigates the pointing device to select program icons on a graphical user interface (GUI) screen is provided. The method determines when the actual motion vector is similar to a previously acquired motion vector with a similar source point. The method predicts a destination point icon and highlights and locks the prediction icon until the user either actuates the iconor generates motion vectors that indicate that another destination point icon is the more likely destination.

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